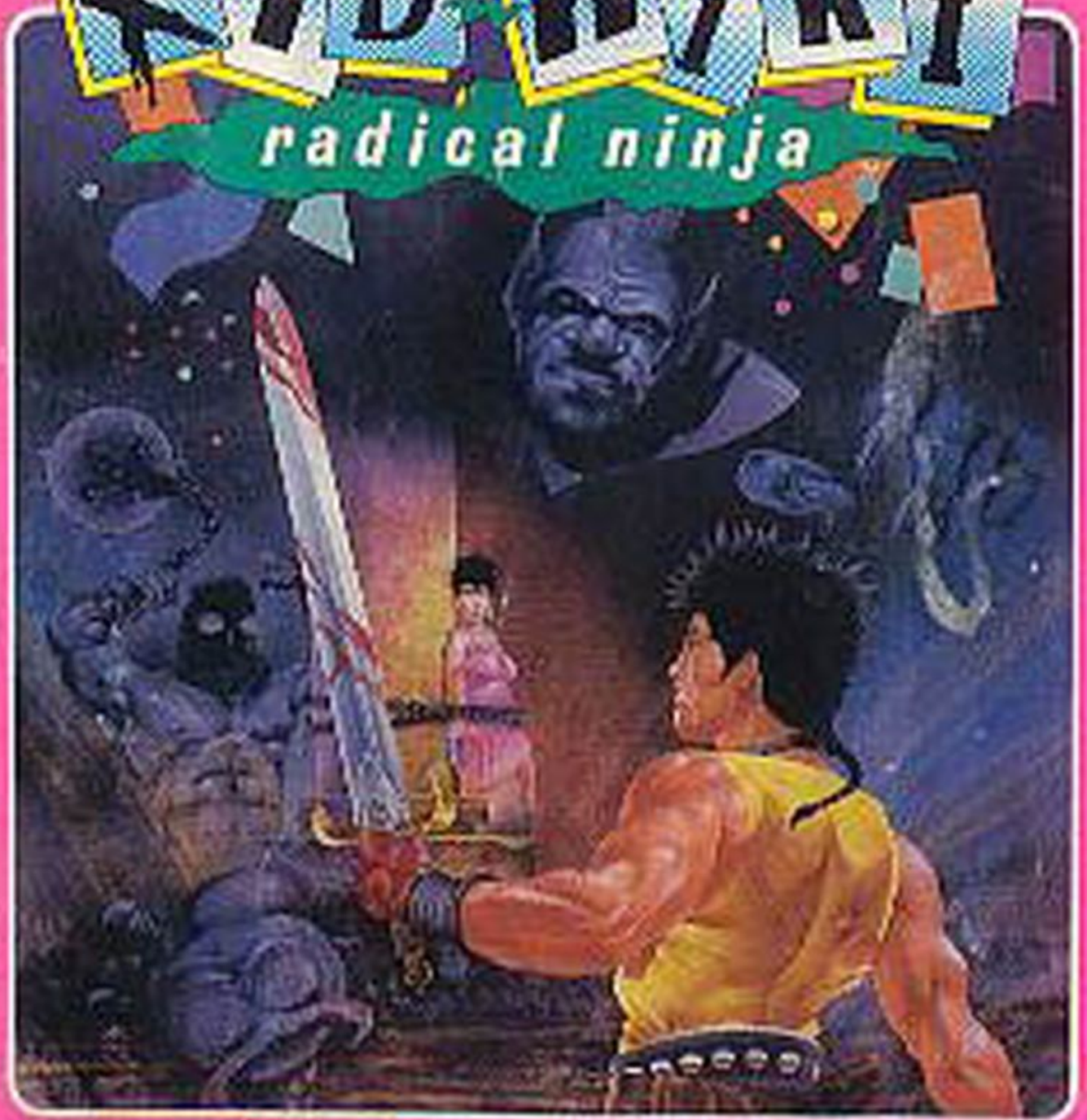
NES-KD-USA

KID NIKI

radical ninja



INSTRUCTION MANUAL

DATA EAST®

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Nintendo
ENTERTAINMENT SYSTEM®

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

KID NIKI is truly AWESOME! This "rad" and "bad" punk dude is out to rescue his spike-haired girlfriend, Princess Margo, from the clutches of the Stone Wizard. Armed with a razor-sharp sword, this miniature madman slices his giant rivals down to size!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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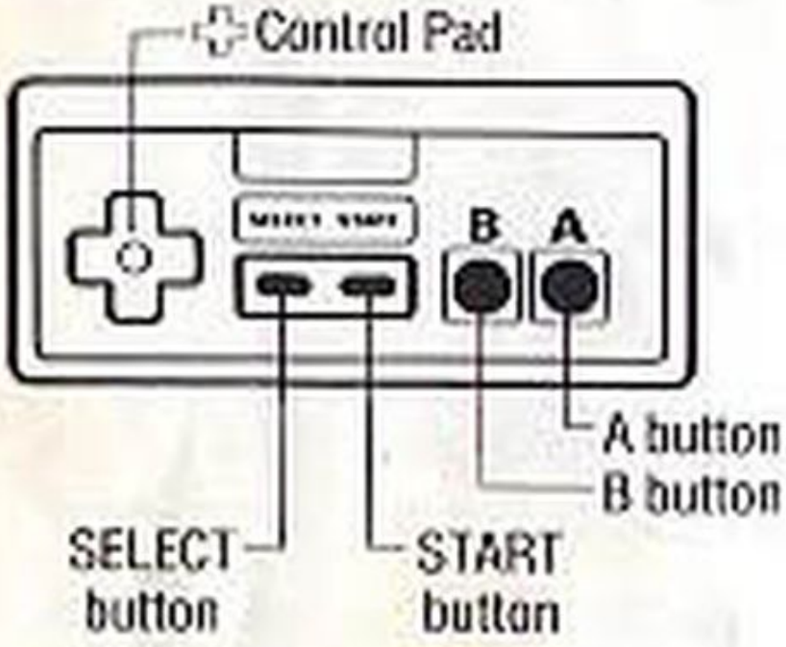
1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

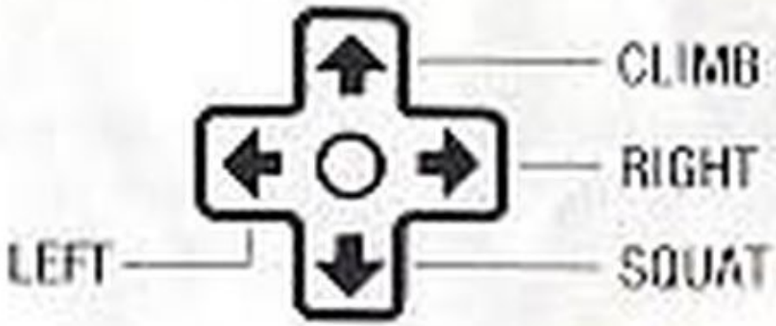
Controller 1/Controller 2



A button: Press to jump.
B button: Press to use sword.

Control Pad

Moves Kid Niki.



SELECT button
When this button is pressed, the mark (▷) will move between "1 player" and "2 players."

START button
Press this button to begin.

Pause: If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY

The object of the game is to make your way through seven scenes, or rounds, to rescue Princess Margo from the castle of the Stone Wizard. You will encounter many enemies, including a Big Boss at the end of each round. You must attack and defeat them, or avoid them by jumping and squatting. After defeating each Big Boss, pick up the Scroll to proceed to the next scene.

Your Weapon

You are armed with the Spinning Sword, which has been passed down from generation to generation from the School of Chirin. Spin your sword to defeat most enemies, except for the Big Basses. To attack flying enemies, jump while spinning your sword.

Time Bonus

Go as fast as you can through each round. If you complete a round within the time limit of 6 minutes, you will receive bonus points as follows:

Time Remaining	Bonus Points
4 minutes	20,000
3 minutes	15,000
2 minutes	10,000
1 minute	5,000
0 minutes	0

If you are unable to complete a round within the time limit, you will lose a life. If you lose 3 lives, the game will be over.

Rounds of the Game

Round 1: Travel through mountains and valleys to fight your first Big Boss. Death Breath. Beware of his powerful breath!

Round 2: Travel through an abandoned shrine in the forest, where you will meet Stone Buddha. He is small but dangerous with his spinning spiked ball.

Round 3: Travel up and down the cliffs and cross the broken bridges to combat the forever-feared Horned Witch, who multiplies when she is struck by your sword.

Round 4: Pass through the watery cave in search of the monstrous Green Grub, a creature which has lurked there for more than 1,000 years.

Round 5: In the Buddha Temple, you will face the dreaded Mad Monk, a servant of Stone Buddha. His dream is to spread his cult throughout the world.

Round 6: You have reached the castle at last. There you will meet Samurai Guard, who is very difficult to destroy.

Round 7: Deep within the castle, you will finally face the powerful Stone Wizard biggest of the Big Bosses. Defeat him to rescue Princess Margo.

Other Enemies

These are some of the many enemies you will encounter along the way.

Red Foxes and Striped Foxes: They attack by jumping up and down.

Flying Kite: Flies around the castle, guarding it.

Chubbies: Attack by throwing beads.

Masked Devil: Attacks with poison bubble.

Ogi Bird: Attacks from the sky.

Watching Bird: Stalks Kid Niki, waiting for the right moment to attack.

Coin Bird: Kill bird to pick up coins.

Masked Bird: In disguise, trying to hide, he bears the Golden Bell that he stole from the school.

Bonus Items

Golden Bell: Will kill enemies far away.

Silver Bell: Circles around and protects Kid Niki by knocking out the enemies.

Coins: Collect to earn bonus points.

Scroll: Appears when you knock out the Big Boss.

Mini Kid Niki: Capture a Kid Niki to gain a Kid Niki.

Mini Princess: Capture a Princess to survive an extra death.

Secret Techniques

Quick-Jumping Technique: There are many hidden dangers where you need to jump quickly. For example: when Kid Niki is on the rock, he must jump right away to avoid danger while the rock is moving up and down.

Stabbing Technique: While fighting a Big Boss, you may lose your sword. Be quick to pick it up again.

Treasure Hunt: In each round, secret rooms may be found. To win extra bonus points, find the hidden passageways to get the treasures.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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